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Development of an Interactive Picture Story E-book for Enhancing Early Childhood Sexual Knowledge

Sandra Sonita[1]✉, Setiyo Utoyo[2], Rakimahwati[3], Nurhafizah[4]
Pendidikan Anak Usia Dini, Universitas Negeri Padang, Indonesia[(1,2,3,4)]
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Abstract
Because children have a limited level of sexual knowledge, teachers have not been able to use more diversified and effective technology-based learning materials to stimulate students. The purpose of this study is to evaluate the effectiveness of the interactive picture story e-book "Knowing Our Body Parts" in enhancing children's sexual literacy. Using the ADDIE approach (Analyze, Design, Development, Implementation, Evaluation), this kind of research is development research. This study includes eight children from Group B, as well as three experts in learning media, content, and instruments. In this study, questionnaires, interviews, and observation were used as data gathering methods. A questionnaire was employed as the research tool. Both quantitative and qualitative descriptive analyses were used to examine the data. The study's findings demonstrate that the process of developing the e-book "Knowing the Parts of Our Body"—which consists of illustrated stories—is successful in improving sexual knowledge.

Keywords: *E-book of illustrated stories; children's sexual education; Early Childhood*

✉ Corresponding author :
Email Address: sandrasonita18@gmail.com (Padang, Indonesia)
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Introduction

Sex in a narrow sense is genital sex in a broad sense a term that includes everything related to sex (Lailatul et al., 2022) . The definition of sex is very diverse, first sex can mean male and female sex. Sex can also mean lessons about reproductive organs. While the definition of sexuality for early childhood is the difference in sex between men and women (Yosepa, 2022) . Sex education is an integral part of lifelong learning, starting in childhood and continuing into adulthood (Lovegrove & Sherwin, 2013) .

Some of the stages of a child's sexual development are: Phallic Phase (3-6 years). In this phase the child's pleasure is focused on the differences in the genitals. It is during this phase that the Oedipus Complex emerges. The child is more attracted to parents who have a different sex from him (Freud, 2014) . Departing from this theory, the first thing that parents introduce to children is the cultivation of shame, which must be nurtured from an early age. The importance of children's developmental stages in understanding their sexual identity. For early childhood, this may refer to the early phases of gender identification and simple understanding of physical differences (Yumna et al., 2023 ; Hidayati & Nurhafizah, 2022).

Don't wait for a child to inquire about sex before educating them about it. A planned approach to sex education should be used, taking into account the child's needs and circumstances. This is to prevent them from viewing sex as filthy and repulsive. Instead, as human nature, which is a gift from God and serves a vital role in maintaining human existence,

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youngsters can learn to value their sexual prowess and only use these drives for specific (beneficial) reasons and during specific periods (Mcelvaney et al., 2020).

Therefore, in providing sex education in early childhood, it is important to use a variety of methods so that the objectives of this education can be achieved effectively. Based on data from the United Nations Organization for Children which states that there are 176 million children under the age of five in the world who experience acts of sexual violence (UNICEF, 2017) . In 2015, there were 2,898 cases of sexual violence in Indonesia, with 59.3% of those cases involving children.

There were 1000 instances of sexual violence in 2016, while there were 2,737 cases of violence against children in 2017, of which 52% involved sexual violence (Nugrahmi & Mariyona, 2021) . In contrast, Indonesia reported 7.4% of occurrences of sexual violence against children aged 0–5 in 2021, and that number rose by 12% in 2022 (Dandi et al., 2023) . In 2023, there were 2,260 cases of violence against children, a 22.6% increase, according to data from the Online Information System for the Protection of Women and Children SIMFONI-PPA.

Based on these data we can see that cases of sexual violence are very common even for early childhood. Child sexual abuse in educational institutions is a problem for children, families and society (Kjellgren et al., 2022) . According to this study, children aged three to six had a relatively poor level of sexuality-related information. The most familiar were safety skills and genital naming. Future sexuality education is built on the recognition and disclosure of sexual abuse, which is made easier by knowing the names of genitals (Cacciatore et al., 2024) .

Based on the results of initial observations conducted by researchers on October 19-08, 2024 at Cemara Muara Bulian Kindergarten with 37 children. Researchers observed children in class B1 group B, with 17 children who became research subjects. In class B1 there are still 10 out of 15 children who still have not developed their sexual knowledge. The results of initial observations found several problems related to the sexual knowledge of children aged 5-6 years who still need a stimulus from this can be seen from the child's knowledge about the parts of the body that can be touched and should not be touched.

In addition, based on the findings in the field, that children were found when playing together, girls and boys played by hugging. Then based on the results of interviews with teachers related to the introduction of children's sexual knowledge only through songs that are inserted into the learning theme. And there is no technology-based learning media specifically to stimulate children's sexual knowledge.

To implement environmental learning in early childhood education, effective stimulation through interesting media is needed and in accordance with the demands of learning in the industrial revolution 4.0. Because of the widespread use of computers and the automation of records in every industry, the fourth industrial revolution is sometimes referred to as the digital revolution and the age of technological disruption.Technology integration in learning is one of the relevant ways to achieve this goal (Hajar & Pratiwi, 2024 ; Yudit Laksono et al., 2023) .

The integration of technology to stimulate sexual knowledge in children through the development of illustrated story e-books. Previous research findings state that picture storybooks are a combination of images and text (Sumiati & Tirtayani, 2021). Interactive picture story e-books are storybooks that bring together text, images, special designs (Laili et al., 2021 ; Ilieva, 2020) . Picture story e-book is a combination of the words Electronic Learning (learning using the help of electronic devices) and (book) picture storybook (Sulaeman et al., 2023).

E-book illustrated stories are illustrated storybooks with the help of electronic devices that are used as learning media. Illustrated storybooks are stories written in a light language style that is complemented by images that become one unit (Putrislia & Airlanda, 2021) . Learning media for sexual understanding picture storybooks are suitable for use as learning with the aim of helping to increase understanding in early childhood related to local culture-based sexuality (Schneider & Hirsch, 2020 ; Juwita et al., 2024).

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In this ebook there are text, images, audio and video that can be opened through computers, tablets and so on. The existence of this technological advancement makes changes or developments in the form of e-books that are interactive by utilizing interactive multimedia. Interactive picture storybooks are art that combines text and images that require cognitive, language, and aesthetics for readers (Erstad et al., 2019).

By using interactive picture story e-book media that tells about the introduction of touchable and non-touchable body parts, who can touch, and self-protection from strangers, children can understand sexual knowledge. Based on the explanations and problems described above, the researcher raised this research to see the validity of developing an interactive picture story e-book "getting to know our body parts" to increase early childhood sexual knowledge in kindergarten ".

Metodologi

Research and development (R&D) is the term for this kind of study. When creating goods and assessing their viability, the ADDIE methodology (Analyze, Design, Development, Implementation, Evaluation) is employed as a guide (Sugiyono, 2021 ; sugiyono, 2019 ; Sampurna & Nindhia, 2018). The design of the ADDIE model implementation can be seen in Figure 1.

Figure 1. Design of ADDIE Design Model

Table 1. Instrument Grid

Indicator	Observation Item	Item Number	Item Number
Introduction to the names and functions of body parts	Children can recognize the names of body parts	1	3
	Children can know the parts of the body that can be touched and not to be touched by others.	2	
	Children can recognize private body parts according to the name used by the doctor.	3	
Understanding Gender Differences	Children can recognize and mention the characteristics of male and female	4	2
	Child knows he/she is a boy/girl	5	
Showing caution to strangers	The child can recognize the reaction resist and protect themselves against strangers, such as screaming, moving away or running away.	8	3
	Children do not want to be held by people they do not know.	9	
	Dare to say no when invited by strangers	10	

Source: Modified (Freud, 2014; Freud, 2024; Rakhmawati et al., 2023; Oktavianingsih & Fazriatin, 2019).

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The research subjects consisted of three experts: one learning material expert, one learning media expert, and one instrument expert. The product test subjects consisted of 13 kindergarten students, totaling a small group trial. Sampling was conducted using the purposive sampling technique, which is a sample based on the age category of 5-6 years and the still low level of sexual knowledge among children at TK Al Badariyah.

The data collection method of this research is non-test. The non-test data collection methods used in this study include the observation method and the questionnaire method. Observations were used to find out the state of the field. The questionnaire method was used to collect data from experts. The data collection instruments used were design tests and questionnaires/surveys. The instrument grids are presented in Tables 1, 2, and 3.

Table 2. Media Validation Grid

Aspects	Indicator	Item Number	Item Number
Graphics	Color composition of text and *background*	1	6
	Font size is appropriate	2	
	The beauty of color gradation in E-books	3	
	Design attractiveness	4	
	E-books are easy to use	5	
	Order of presentation of *E-book* components illustrated story	6	
Presentation	The images shown are able to stimulate children's sexual knowledge	12	2
	Picture story *e-books* have complete components	13	

Source: Modified (Hasanah et al., 2021; Sadiman et al., 2018; Sinamo & Herawati, 2023).

Table 3. Material Validation Grid

Aspects	Assessment aspect	Item Number	Number of Items
Contents	Compliance with learning objectives and learning outcomes	1	5
	Completeness of material in accordance with the theme provided	2	
	The material is easy to understand	3	
	Systematic presentation of material	4	
	The material presented is current	5	
Linguistics	Use of language that is easy for children to understand	6	5
	Materials made in accordance with child sexual education	7	
	Use of images in accordance with the material	8	
	The writing can be read clearly	9	
	Appropriate use of Indonesian language	10	

Source: Modified (Kristanto, 2016; Zainiyati, 2017; Alti et al., 2022).

To produce a product that meets validity requirements, the research data were subsequently subjected to descriptive statistical analysis procedures, which described the validity levels of the media and materials. Using the Likert scale, the validity test score is as follows: awful (1), not good (2), moderately good (3), good (4), and very good (5).

On a scale of Very Good Development (4), Expected Development (3), Beginning Development (2), and No Development (1), the child's ability score is determined. The percentage calculation was used to assess the data from the interactive picture narrative e-book development test. Using SPSS, the N-gain test and the paired sample t-test were used to further analyze the data on the efficacy of sexual knowledge.

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Result And Discussion

The research developed an interactive picture story *e-book* "getting to know our body parts" to improve early childhood sexual knowledge in kindergarten with the ADDIE model. First, analyze. The results of the needs analysis are children who still have not developed their sexual knowledge. The results of initial observations found several problems related to the sexual knowledge of children aged 5-6 years who still need stimulus from this can be seen from the child's knowledge about the parts of the body that can be touched and should not be touched.

In addition, based on the findings in the field, that children were found when playing together, girls and boys played by hugging. Researchers also conducted interviews with teachers to obtain more accurate results. Interviews conducted with Mrs. Diana Rahmawati as the Principal of Ceria Kindergarten who said that at school, sexual education learning at school is minimally implemented due to a lack of learning media, especially technology-based learning media, where schools more often use magazine books, LKA, card media and some traditional play tools that are not specifically as a medium for sexual education. The result of curriculum analysis is the choice of material on the theme of myself.

Second, design. The hardware used in the process of making illustrated story *e-book* media "getting to know our body parts" is using a laptop. While the software used is *adobe photoshope* and heyzine flipbooks. The storyboard of the illustrated story *e-book* learning media "getting to know our body parts" contains visual designs and descriptions on slides sequentially in text form. At this stage, the assessment instruments and lesson plans that will be used are also developed.

The illustrated story e-book media, "Getting to Know Our Body Parts," in its early stages of product development, begins with designing application images, such as creating storyboards and image designs, and compiling materials and animations, including the appearance of text and images, in accordance with the developed media. In the dubbing process, a voice recorder application on a cellphone was used to record the audio. The material presented covers the introduction to body parts, including those that can and cannot be touched, as well as recognizing who is allowed to touch private body parts.

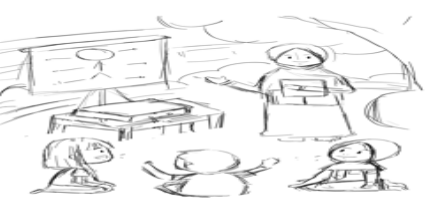
Furthermore, after the recording process is complete, editing continues to refine the sound recording results using advanced sound processing techniques. The product creation process is the most important process in product development. At this stage, the assessment instruments and lesson plans that will be used are also developed. The media design developed is presented in Figure 1.

Halaman	Desain	Ilustrasi Gambar	Text/Narasi
Cover		Gambar : Anak melihat macam-macam gambar anggota tubuh didepan infocus d ihalaman sekolah yang sejuk	**Mengenal Bagian-bagian Tubuh Kita**
Halaman 1		Gambar: halaman di sekolah dengan suasana ceria dan sejuk. Anak-anak duduk melingkar sementara guru berdiri di depan dengan adanya layar infokus yang menampilkan gambar tubuh manusia.	**Narasi:** Hari yang indah di sekolah! Siti, Rani, dan Dodo siap memulai petualangan baru tentang bagian-bagian tubuh mereka.

Figure 1. Media design of interactive picture story *e-book* "Getting to know our body parts"

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Third, development. The initial stage of this product development begins with designing images. After designing the image, the researcher begins to color the design and provide *shading* to compile the illustrated story *E-book* into a product ready for use. This involves preparing materials and animations, such as text and images, in accordance with the developed media. In the dubbing process, recorded using a voice recorder application on a cellphone.

The material presented is about body members and their functions, recognizing body parts that can and cannot be touched, recognizing who can touch private areas, and how to protect private body areas. Furthermore, after the recording process is complete, editing continues to refine the sound recording results using a voice changer. The product creation process is the most important process in product development.

At this stage, the process of integrating text, images, dubbing, animation, sound effects and positioning is carried out to produce a product that has been designed previously. The product creation process utilizes the Heyzine Flipbooks application. The results of media development are presented in Figure 2.

Figure 2. Media design of interactive illustrated story *e-book* "getting to know our body parts"

The interactive illustrated story *e-book* media "getting to know our body parts" developed was then assessed by experts. The assessment of the instrument expert received a percentage score of 92.75% with very good qualifications. The results of the review carried out by material experts, media products obtained a percentage score of 87.74% with good qualifications.

The evaluation conducted by learning media specialists yielded a 94.5% percentage score with good credentials. 91.74% (very good) was the percentage score for individual trial results, and 95.32% (very good) was the percentage score for small group trial results. Based on the data above, the interactive illustrated e-book "Getting to Know Our Body Parts" is considered very valid and practical to use. The inputs from the experts are presented in the following image. Figure 3 presents the updated results.

DOI: 10.31004/obsesi.v9i2.6785

Gambar	Komentar	Setelah Revisi
	Dalam mengenalkan nama-nama anggota tubuh kaitkan juga ke pencipta, bahwa yang menciptakan semua anggota tubuh kita adalah sang pencipta	
	tan materi untuk mengajarkan bersyukur kepada allah yang telah memberikan anggota tubuh dan fungsinya	

Figure 3. Revised results of interactive picture story *e-book* "getting to know our body parts"

The fourth stage is implementation. The implementation stage (Implementation) at this stage, the interactive picture story e-book media, if deemed valid by the validator (expert team), can be used in learning activities attended by children in group B1 with a total of 8 children for small class testing and for large class testing in class B2 with a total of 13 children.

This trial was conducted over 3 meetings, the first, second, and third meetings, where learning was carried out using the media with the subtheme of body parts and my clothes. The practicality sheet analyzed in this section is the practicality data of the interactive illustrated story e-book media, which includes the assessed aspect of media feasibility. The assessment by school teachers, specifically ETS, received a percentage of 90% in the category of practicality of the learning media center, which was modified by Sugiyono (2021) and falls within the percentage interval of $80 < p \leq 100$.

The effectiveness sheet analyzed in this section consists of data generated from media trial tests related to the developed material, accompanied by the use of an interactive illustrated story e-book media. Of the 13 children in group B1, 84% were declared proficient, while 16% were declared not proficient. The extent of the increase in children's sexual knowledge after using the illustrated story E-book can be seen through the N-Gain test results on the pretest and posttest data. The results of the N-Gain test are as follows:

$$Ngain = \frac{\text{rata rata skor } posttest - \text{rata-rata skor } pretest}{\text{Skor maksimal} - \text{rata-rata skor } pretest}$$

$$Ngain = \frac{81{,}58 - (43{,}08)}{100 - (43{,}08)}$$

$$Ngain = \frac{38{,}50}{56{,}92}$$

$$Ngain = 0{,}67$$

The calculation of the N-Gain test results obtained an N-Gain score of 0.67 for children's sexual knowledge in the trial, indicating that the development of an interactive illustrated

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story e-book is effective in improving children's sexual knowledge in kindergarten within the moderate category. Based on the paired sample t-test, a sig. (2-tailed) value of $0.000 < 0.05$ with $\alpha = 0.05$ was obtained.

Therefore, it can be concluded that H0 is rejected, meaning there is a difference in the average scores between the pre-test and post-test of children's sexual education in the conducted class trial. The results of this data analysis indicate that the development of an interactive illustrated story e-book to improve sexual education for young children is significantly effective.

The fifth stage is evaluation. The evaluation stage is conducted by analyzing the research data obtained from the validity of the media by validators (expert team) consisting of school teachers and lecturers. Then, the practicality is assessed from the teacher response questionnaire data and the media practicality analysis from 3 teachers, which shows a percentage value of 90%, while the effectiveness analysis data can be seen from the media trial given to 13 children after using the media.

Based on the results of the developed learning media, it shows that it is very feasible to use, although in the effectiveness test results, there are 2 children with a score of 16% who did not complete or were not effective. This is because those two children still do not fully understand the material presented. And at the time the research was conducted, the child was not focused during the effectiveness test because the child's body was in poor condition.

The results of this development are related to the research findings supporting that the use of *E-books* or digital storybooks can increase children's knowledge conducted by (Schneider & Hirsch, 2020) . The media developed has an attractive design for children so that children's interest in learning and curiosity are optimally stimulated to pay attention and carry out the learning process (Hasan, 2021) . The suitability between illustrations and context affects the message to be conveyed and is accompanied by illustrative images (Khasanah, 2020).

Judging from the graphic aspect, this illustrated story *e-book* has an attractive design for children and is effective for clarifying the material. Thus increasing learning motivation for children (Sadiman et al., 2018 ; Hasanah et al., 2021) . Furthermore, from the aspect of presentation, the choice of images displayed is very diverse and concrete so that it can stimulate children's attention and increase children's sexual education.

The display of *e-books* that are colored and make sounds make children interested in watching the contents of the story, so that when the researcher asks the child about the contents of the story that has been watched, the child can answer. This media is also very good to be given to children, because in addition to attractive colorful pictures, the stories presented also attract children's interest in reading.

Thus the child will more easily understand the information and explain what he has seen and read (Nurhayani & Nurhafizah, 2022) .Children look happy and excited in the learning process using this illustrated story *e-book* media (Rahmah et al., 2020) . This is in accordance with the opinion that *e-books* are digital books that are used by combining video, audio, and images that are designed and packaged interactively to attract the attention of the readers

The results obtained in this study are in line with the results of research conducted previously, which revealed that the use of picture story *E-books* is very effective for improving children's sexual education (Juwita et al., 2024) . Additionally, picture books have three advantages: they give kids language input, they give them visual input, and they stimulate their verbal and visual development (Halim & Munthe, 2019). Picture storybook media is considered very useful in early childhood learning (Wicaksono, 2020).

In addition, picture storybooks contain deep meaning for early childhood so that they can develop appropriate morals and children do not become victims of sexual violence again (Oktarina & Liyanovitasari, 2019) . Other research also reveals that one of the educational tools that can increase sexual understanding in early childhood is the educational media of picture storybooks.

The use of picture stories has an attractive appearance for children, is easy for children to understand, has clear pictures for children, the text supports the course of the story, the colors attract children's attention and the size. this book is comfortable for readers (Jambak & Eliza, 2020 ; Björklund & Palmér, 2020).

Conclusion

Interactive picture story *e-book* media "Getting to know our body parts received very good qualifications from instrument experts, media experts, material experts, and students. Based on the studies conducted, it can be concluded that the interactive picture story e-book "Getting to Know Our Body Parts" is suitable for educational use. Interactive picture story *e-book* media "Getting to Know Our Body Parts" can help children introduce sexual knowledge. Theoretically, the selection of an appropriate teaching method can significantly influence children's learning outcomes. Unique learning media makes the learning process distinguishable when not using and when using Jambi culture-based illustrated story e-books. Through this media, it is hoped that teachers can foster children's learning motivation in various ways. The results of this research can be used as input for teachers and prospective teachers to improve themselves and upgrade their teaching-related skills to enhance children's learning motivation further and improve their abilities in the learning process using more varied learning media.

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